



And The Worm Turns.....

Typing this as we put the final touches to the Go-Between and Hunted Star, while playing Blitzkrieg with Mark Dewis, honorary Tigerhood pending (i.e., he has drifted to Hobart to enrol in the Art School and the mad fool has offered to give a free hand ).

Thankyou for all the positive comments about the new production of the Go Between. The only bone of contention is the increase in a year's subscription from the previous \$6 to \$12 and a reduction in promised issues to 8 instead of 12. In his long letter Daryl Kibble raises his heavy hand in our defence. I would prefer to rely on the basis of our efforts in getting the magazine out on a regular basis and in a form that is a worthy reflection of the amount of time and effort spent on the games by all of us.

Where to from here. We can quite easily continue on the road of communicating game results. I feel that is the first essential duty we have with each issue (the "we" is the Missing Tiger ). I would like to commence a new game at least every second issue while increasing the proportion of strategy and tactics articles, it shouldn't be too hard to lift that figure from 0.

Would players like to see more general gaming articles, or are you getting your fill of information from other sources? One person has suggested the bulk buying of games as a club could be a good way of buying games cheaper and getting the required numbers for a game such as Empires in Arms, Third Reich, War In Europe etc , I have not thought about the particular games I just like the idea. If anyone wants to follow up on this write to me ( I love getting letters ).

Could all GMs forward their game results to The Missing Tiger PO Box 286 C GPO Hobart.

If any game result is not to us by the deadline we go to print regardless but we will attempt to get photocopied results of the errant game to the players concerned as soon as possible. Rubbery deadlines will quickly reduce the possibility of getting the maximum number of issues a year in.

NEXT MOVE DUE DATE

All moves to GMs by Thursday 28th March 1985.

GMs results to the Missing Tiger by Monday 15th April 1985.

Remember that Easter falls in between these two dates. That deadline gives us only two working days to finalise the magazine and dump it at the printers.

A very special thankyou to Graham Lockwood for his cover design and some new ploys to try out on Mark.

# THE FIRST BIGHT

( of the Apple )

by DARYL KIBBLE

Dear Rick,

Good to see that you have added a professional touch to the Go-Between. As you requested complaints, I will mention the first. This is not my complaint, but that of another subscriber who after this will no longer confide in me. I will not name the complainant publically, but I'm sure the man(?) in ST. AGNES knows who he is - don't you !

This over-hairy, perverted, psychopathic militant has complained to me that the subscription costs have TRIPLED with the take over. After a few calculations on my mainframe computer I came up with the following :

1984 12 issues for	\$6	=	.50 cents an issue
1985 8 issues for	\$12	=	\$1.50 an issue

I am absolutely flabbergasted at the intelligence of this lowly South Australian and I am amazed that he was able to calculate this on his two hands and five feet.

In defence of the new costs, this hairy beast has failed to consider the recent EXPLUSION of David Cox by the headmaster from the school he loved so dearly and poor David's new five year sentence as chief pan pizza washer at Canberra's No.2 pizza hut.

As we all know, this affected David's writing talents and production techniques ( just ask the lovely Mr Davis ), and the result was a 'zine being issued with as much frequency as was Australia beating the West Indies in the cricket.

With the new management headed by the notorious WORM this problem will now hopefully be solved. ( Dear Rick, it had better be solved or I'll take over the Missing Tiger, so there ! ).

But to finally put everyones mind at ease, I have prepared a break down of where your \$1.50 per issue is spent:

Postage	45c
Photocopies	60c
Cover	5c
2 STAPLES	40c

I consider this to be reasonable, as the cost of staples has obviously risen since the Australian dollar dropped to a record low on 8/2/85, trading at 76.2 cents to the U.S. dollar.

Another complaint from this DELINQUENT DIPLOMAT ( common fodder ) is that he believes he should not be 17th on the GOBTWEE ratings list but instead 12th, ahead of Vilarino the Gullible. This 17th placed imbecile knows his rating calculation is correct but HE insists he is a better player than young Paul. Actually, I do not doubt Ray's claim to fame, but he has to pull his finger out if he wants to climb the ladder, not complain to me.

Ray claims that a player who plays in a large number of games and let's others destroy him quickly will move faster up the table than those in fewer games. True, he will race upward. However, this is only in the SHORT - RUN. You will find that once other players progress in their games they will overtake this FREAK. Also, the adjustment (  $1 - .7n$  ) does not apply forever, and cuts out after the number of games stated in the system.

The final result of such a player will be a LONG RUN rating of 6 to 7 which is MISERABLE. Every player should aim for a rating in the 20's, and if possible, the 30's. To reach the 40's requires winning outright in 10 to 12 straight games. Your long-run rating will not start to appear until you have COMPLETED at least three games, so become more involved if you're only in one game at present. I hope this answers RAY's doubts as to whether he REALLY is better than Gullible the Great.

Well, I hope this letter paths the way for more such letters in the future. I also hope I have embarrassed Mr. Selfe. So all you DIP - WITS out there write in. You can abuse me if you wish, but you can only expect worse back.

Until the worm turns

DARYL R. KIBBLE

#### KIBBLE NEWSFLASH

Dear Diplomacy Players

There is to be one modification to the ratings system as the result of some indepth testing. Once a player has completed 3 games, any new game undertaken by him, ( not any current game yet to be completed ), will not be credited to that player's rating until such a player is EITHER eliminated or reaches FALL 1906, whichever occurs first. The points scored up to 1906 or elimination will be allocated to a player's rating in one lump sum when such a time occurs.

This is needed to "smooth out" the effect on a player's rating. Without this rule, a player who has completed 3 games (or more) will find that entering a new game will decrease his rating by around ONE POINT until he progresses in that game. This new ruling decreases this effect by at least 50%. In other words, a drop in ratings from 18 to 16.82 just by starting a new game can be offset somewhat by this new ruling to a drop from 18 to 17.46 ( using a testing example ). As you then progress past 1906 your rating will increase if you are doing better than your rating before reaching 1906 in that game. this ruling affects no one at present and won't for some time. Players who have completed 2 or less games will not be disadvantaged by starting new games.

YOURS FOR THE MOMENT

DARYL KIBBLE

83-A: The Game That Started It All

Spring 1906

After the recent confusion concerning the existence of non-existent units and the non-existence of existing units caused by the unique game-mastering style of David Cox it can be fairly claimed that 83-A proves conclusively that a G.M. can competitively take part in a game of Diplomacy. At the moment I feel that the G.M. is slightly ahead of Turkey on points but it must be admitted that this is due to the fact that the G.M. is making his own rules as he goes merrily from one disaster to the next.

What will happen next?

Russia/Clarkin F Baltic-Kiel  
A Silesia-Berlin  
A Munich S Bal-Kie  
A Denmark S Bal-Kie  
F Skaggerak S Den

NICE ONE STEVEN!

Germany/Thomas F Heligoland S Hol-Nth  
F Holland- North Sea (actually ~~is~~ is an ~~arm~~ army)  
A Ruhr-Holland

NOW REALLY CAMERON . . . . .

France/Mellor F Brest-English Channel  
A Burgundy S Pic-Bel  
A Picardy-Belgium  
A Marseilles S A Bur

IT WORKED, IT WORKED, IT WORKED.

Britain/Selfe A Yorkshire-Liverpool  
F North Sea-Holland  
F Belgium S Nth-Hol (and as Fleet Belgium sinks slowly  
F English Channel S Bel

WARNING! ARGENTINIAN WARSHIPS APPROACHING THE FALKLAND ISLANDS.  
F Norway Hold

Turkey/Hopkins A Moscow-St. Petersburg A Rumania-Galacia  
A Livonia S Mos-St.P A Budapest S Rum-Gal  
A Galacia-Warsaw A Sevastopol-Moscow  
A Ukraine S Gal-War F Black Sea Hold  
F North Atlantic S Italian Mid At.-Irish  
DIPLOMACY AUTHORITIES WARN THAT HOPKINS IS A HEALTH HAZARD.

Italy/Kibble F Mid-Atlantic-Irish Sea F West Med-Mid At.  
F Spain (s.c.)-S Wes-Mid A Vienna-Bohemia  
A Tyrolea S Vie-Boh A Piedmont S Vie-Boh  
\*F Rome-Tyrrhenian \*F Naples-Ionian

ATTENTION ALL PLAYERS: It is a pleasure and a privilege to G.M. for players who always send in their orders on time and take the conflict so seriously - you are to be congratulated. Do you want to call it a six-way tie?

David  
(Former Super G.M.)

## PUBLIC STATEMENT FROM THE SULTAN OF TURKEY

Turkey will continue in its war against the evil Russian forces. The Turkish people condemn the unprovoked and senseless attacks on Germany by Russian peasants. Constantinople considers any country who helps Russia hold out against Turkish forces to be as vile as the Tsar. Russian friends will die the same death as Russian scum.

Sultan Abd - al - Hamid II

## DIPLOMACY 84-A FALL 1904

## FRANCE (Brown)

(10 Supply Centres, +1 Build)

F EDI - NWG  
F NTH C A LON - HOL  
A LON - HOL  
A BEL S A LON - HOL  
A BUR - RUH  
F ENG - LON  
F MID - ENG  
A GAS S A PIC - BUR  
A PIC - BUR

## GERMANY (Hopkins)

(7 Supply Centres, +1 Build)

F SKA S F SWE - NOR  
F SWE - NOR  
A WAR S (AUST) A UKR - MOS  
A HOL S A MUN - RUH Retreat to  
A MUN - RUH KIE  
A SIL - MUN

## TURKEY (Kibble)

(0 Supply Centres, -1 Disband)

F CON - SMY Retreat to BLA

The Sultan is DEAD - at last!

## RUSSIA (Clarkin)

(1 Supply Centre, -2 Disbands)

A MOS hold Retreat to ST.P  
A LIV - PRU  
F NOR hold Retreat to BAR

## AUSTRIA (Davis)

(9 Supply Centres, +2 Builds)

A GAL S (GER) A WAR  
A TYR - PIE  
A TRI hold  
A SER - BUL  
F BUL(EG) - CON  
A UKR - MOS  
A SEV S A UKR - MOS

## ITALY (Lockwood)

(7 Supply Centres, 0 Builds)

F EAS - SMY  
A ANK S (AUST) F BUL - CON  
A GRE hold  
F ION - TUN  
F TUN - WES  
A VEN hold  
F NAP - TYR

## KEY:

\* Builds/Disbands

○ Failed moves

8 Supply Centres Number of Supply Centres at end of FALL Move

+1 Number of Builds/Disbands at start of SPRING Move

NMR No Moves Received

THE GAMESMASTER

PAUL MELLOR

*Paul Mellor 18/2/85*

:  
DIPLOMACY: 84-B  
DATE: FALL 1904

RUSSIA

A Boh-Try  
A Vie supp A Ser-Tri  
A Bud supp A Ser-Tri  
F Con-Bla Sea  
A War-Pru  
F Swe-Den \*\*\*Fails

BUILDS

A War  
F St Peters

TURKEY

A Ser-Tri  
A Alb supp Ser-Tri  
F Aeg-Gre  
F Bul (SC) supp F Aeg-Gre  
F Sym-Aeg  
F East Med supp F Sym-Gre

BUILDS

F Sym

AUSTRIA

A Tyr-Mun \*\*\* Fails  
A Tri Holds

DISBANDS ALL

ITALY

A Ven-Tri \*\*\*Fails  
F Adr supp A Ven-Tri\*\*F  
A Pie-Ven \*\*F  
F Tyr Sea supp F Ion  
F Ion Hold

DISBANDS

A Pie

GERMANY

F Den H  
A Bur H  
A Mun H  
A Ruh H  
A Hol H  
DISBANDS  
A Hol

Attachment :

FRANCE

F Iri Sea H  
F Pic H  
A Par H  
A Bre H  
A Mar H

DISBANDS

F Iri Sea  
F Pic

ENGLAND

F Nth Sea-Hol1  
A Bel supp F Nth- Hol  
F Mid Atl-Spa (SC)  
F Por supp F Mid-Spa  
F Liv- Iri Sea \*\*FAILS

BUILDS

A Lon  
F Edi  
No new builds in Liverpool

*Alexander Giesman*



"SHOW ME TO THE 84C Gm,..  
THE TIGERS SENT ME!"

DIPLOMACY 84-D

FALL 1903

Cameron Thomas

ENGLAND (A. Collister) F Mid - Por; F NAT - Mid; F Nth - Eng  
F Bel S F Nth - Eng; A Nwy Hold  
FRANCE (D. Hallet) F Pic - Bel; A Bur S F Pic - Bel (retreat  
Marseille); F Bre Hold; A Gas - Spa;  
A Par - Gas;  
GERMANY (J. Mortensen) A Pru S A Sil - War; A Sil - War; A Mun - Bur;  
A Ruh S A Mun - Bur; F Swe - Bot; A Hol Hold;  
ITALY (P. Cox) A Tri - Vie; A Tyl S Tri - Vie; F Alb - Gre;  
F Ion S Alb - Gre;  
AUSTRIA (P. Hudson) A Vie S Bud - Tri (retreat Galacia); F Gre Hold;  
A Bud - Tri; A Bul - Rum (disbands.);  
A Ser S F Gre;  
RUSSIA (S. Szabo) F StP(nc) - Nwy; F Bot - Bal; A War - Mos;  
A Ukr - Sev;  
TURKEY (M. Collaery) A Con - Bul; A Rum S Con - Bul; A Sev Hold;  
F Bla S A Con - Bul;

**BUILDS...**

ENGLAND: LON, EDI, LPL, Nwy, BEL, POR, Build F Lon  
FRANCE: PAR, BRE, MAR, SPA, ~~POR~~, Disband F Pic  
GERMANY: BER, KIE, MUN, HOL, DEN, SWE, WAR, Build F Ber  
ITALY: ROM, VEN, NAP, TUN, VIE Build A Ven  
AUSTRIA: ~~VIE~~, BUD, TRI, SERB, GRE, No change  
RUSSIA: MOS, ~~WAR~~, STP, ~~SEV~~, ~~RUM~~ Disband F Bal, F StP  
TURKEY: ANK, CON, SMY, BUL, RUM, SEV, Build F Smy, A Con

Dean Bedlington is heading overseas, and thus has introduced a new player to this game. I myself have just moved... New Addresses are...

**TURKEY**

Matthew Collaery  
5 Brockman St  
Narrabundah 2604 ACT  
Ph: (062) 951738

**SWITZERLAND**

Cameron Thomas  
7 Parker St  
Chelmer 4068 Qld  
Ph: 07 379 5860

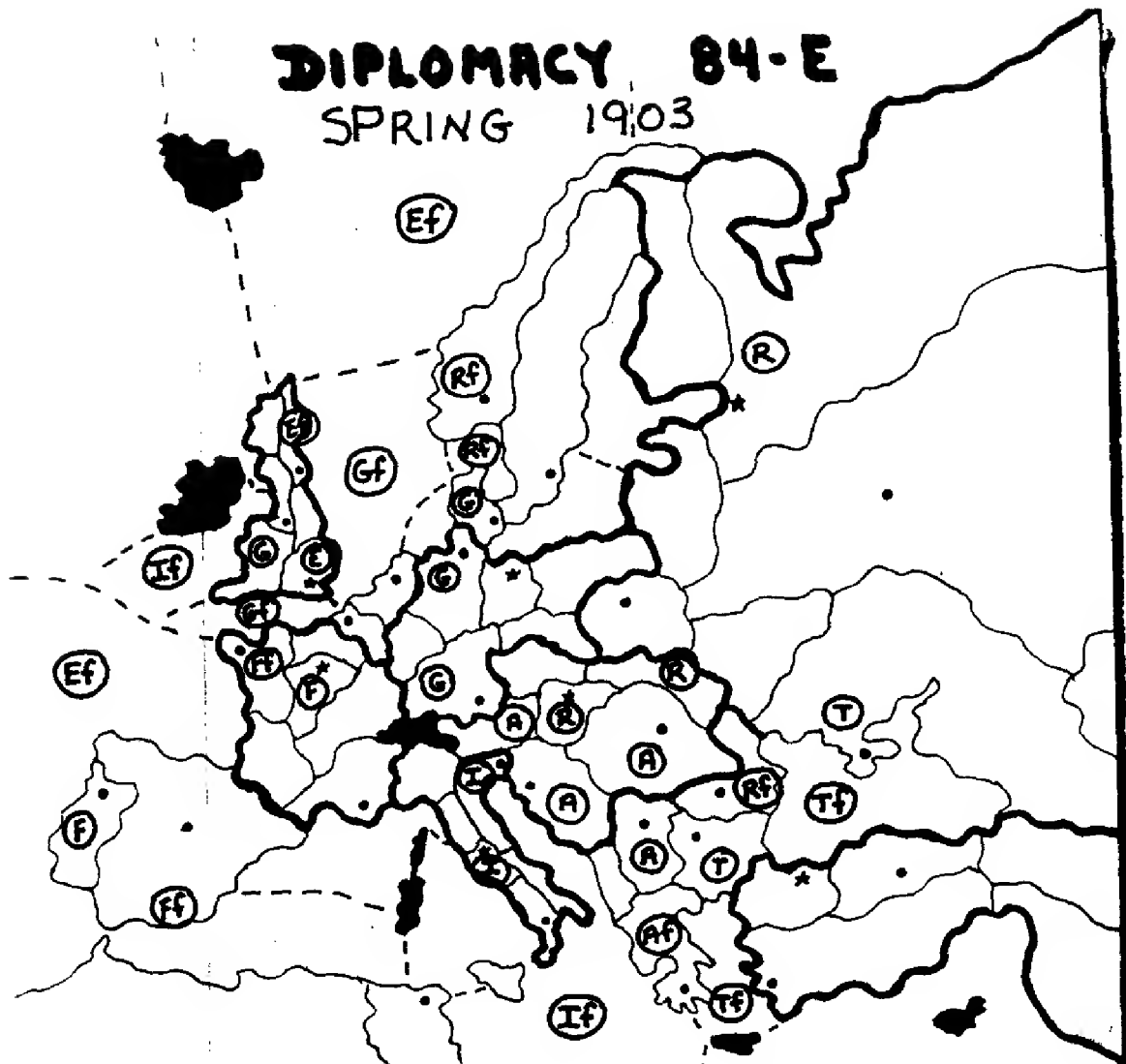
**THE NEWS:**

- Russian Tsar calls for talks on Heraldry in Moscow...
- Count Von Slovgden to attend..
- Its dark in Switzerland..
- I have about 10 seconds before the powers o...



# DIPLOMACY 84-E

SPRING 1903



DIPLOMACY 84 - E

SPRING 1903

DARRYL DAVIS

## GERMANY (Kaiser Szabo)

F ENG C A BEL - WAL  
F NTH C A NWY - YOR (nso)\*\*\*  
A HOL - KIE  
A MUN S (TUR) A BER (nsu)\*\*\*  
A BEL - WAL  
A DEN (u) HOLDS

## FRANCE (President Snell)

F BRE HOLDS  
F MAR - SPA (s.o.)  
A POR S MAR - SPA  
A PAR S BRE

## ENGLAND (King Clarkin)

F SPA (n.o.) - MID  
F BAR - NWG  
F NWG - EDI  
A LON HOLDS

## ITALY (King Thomas)

F MID - IRI  
F ION S (AUS) F GRE  
A VEN S ROM  
A ROM S VEN

## TURKEY (Sultan Cox)

F BLA S A ARM - SEV  
F AEG - GRE \*\*\*  
A ARM - SEV  
A BUL S F AEG - GRE \*\*\*

## AUSTRIA (Emperor Vilarino)

NO MOVES RECEIVED AGAIN

F GRE HOLDS  
A SER HOLDS  
A BUD HOLDS  
A TEL HOLDS  
A TRI HOLDS

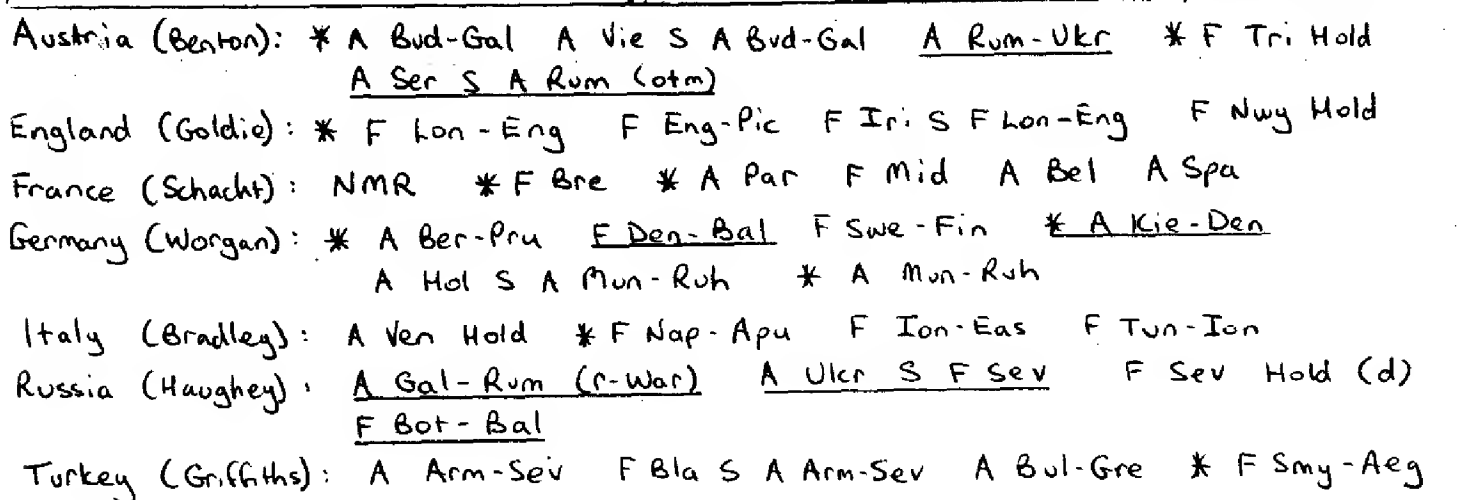
## RUSSIA (Tsar Kibble)

F BUM S (TUR) A BUL - BER (nso)\*\*\*  
F NWY S (TUR) A BUL - BER (nso)\*\*\*  
F SEV - "retire hurt" : DISBANDS  
A GAL - VIE  
A STP S F NWY  
A WAR - GAL  
F SWE - SKA

(u) - The Kaiser had actually ordered A NWY - YOR, which was undoubtedly a shock to the Tsarist fleet in Norway. (The army in Denmark held.) It appears that many rulers cherish the Berlin to Baghdad Railway - even the Russian Tsar is sending "volunteers" for its construction.

NEWS FLASH: Sultan Abdul-Cox today reaffirmed his support for his friend and ally, Tsar Boris. Upon hearing the news of a Soviet Rebellion in St. Petersburg the Sultan immediately made peace with the Austrian empire so as to rush all Turkish units northwards to help stabilise the crumbling regime of the Russian autocrat and former sex symbol. The Sultan regrets that it may take his fleets sometime to reach Petersburg. In the words of Abdul-Cox, "I only hope they get there in time".

Spring, 1902



W Brown  
18/2/85



Russia (Cox) A Nor-StP; F Bot-Bal; A Pru-War;  
A Smy S TURKISH F Ank-Con; F Nth Sea-Den;  
A War-Mos; A Arm-Sev.

AUSTRIA (Rally) A Ukr-Sev; A Rum S A Ukr-Sev; A Gal-War;  
A Vie-Tri; A Boh-Vie; F Blk S A Ukr-Sev;  
A Bul-Con.

FRANCE (Thomas) A Hol-Yor; A Pic-Bel; F Yor-Edi; A Bur-Mar  
F Bre-Mid; F Por S A Mar-Spa; A Mar-Spa (Disband).

ITALY (Mellor) A Spa S A Pic-Mar; F Wes S A Spa;  
A Pic-Mar; A Tyr S GERMAN A Mun; A Tus-Pie;  
F Aeg S AUSTRIAN A Bul-Con; F Tyr-Gul.

ENGLAND (Barnley) F Lon S F Wal-Eng; F Wal-Eng.

TURKEY (Kibble) F Ank-Con.

GERMANY (Shipp) A Mun-Bur; A Ber H; A kie H.

Russia: StP, Mos, War, ~~StP~~, Den, Nwy, Swe, Smy = 0  
Italy: Ven, Rom, Nap, Tun, ~~StP~~, Spa, Gre, Mar = 0  
Austria: Vie, Tri, Bud, Sev, Rum, Gal, Lon, Sev = +1 (A Bud)  
France: Par, Bre, ~~Mar~~, Por, ~~StP~~, Bel, Hol, Edi = -1  
England: Liv, ~~StP~~, Lon = 0

New Addresser  
Turkey: Ank = 0  
Germany: Ber, kie, Mun = 0  
Myra Shipp: 9/50 Nogle st; Liverpool  
Clinton Rally: 32 Brown st; Waverly

19 Feb 85

MEH

DIPLOMACY 85 - H

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STARTS NEXT ISSUE !!!!!!!!!!!!!!!

Another Diplomacy game is up and ready to roll.

France \*\* Martin Kenseley  
45 Shaeffe St  
HOLDER ACT, 2611

Russia \*\* Luke Clutterbuck  
182 Princes Street  
RYDE NSW 2112

Austria \*\* Daryl Kibble  
PO Box 201  
BOOVAL 4304

England \*\* Andy Kowaluk  
c/- King Island District High School  
CURRIE, KING ISLAND 7256

Germany \*\* David Cox  
PO Box 562  
MANUKA 2603

Turkey \*\* Chris Wilkins  
c/- St Ignatuis College  
LANE COVE  
SYDNEY 2066

Italy \*\* Tait Bedlington  
10 Langridge Street  
WANNIASSA, NSW 2903

European Theatre Manager

Terry Bradley  
18 Cook Street  
Satur via Scone 2337

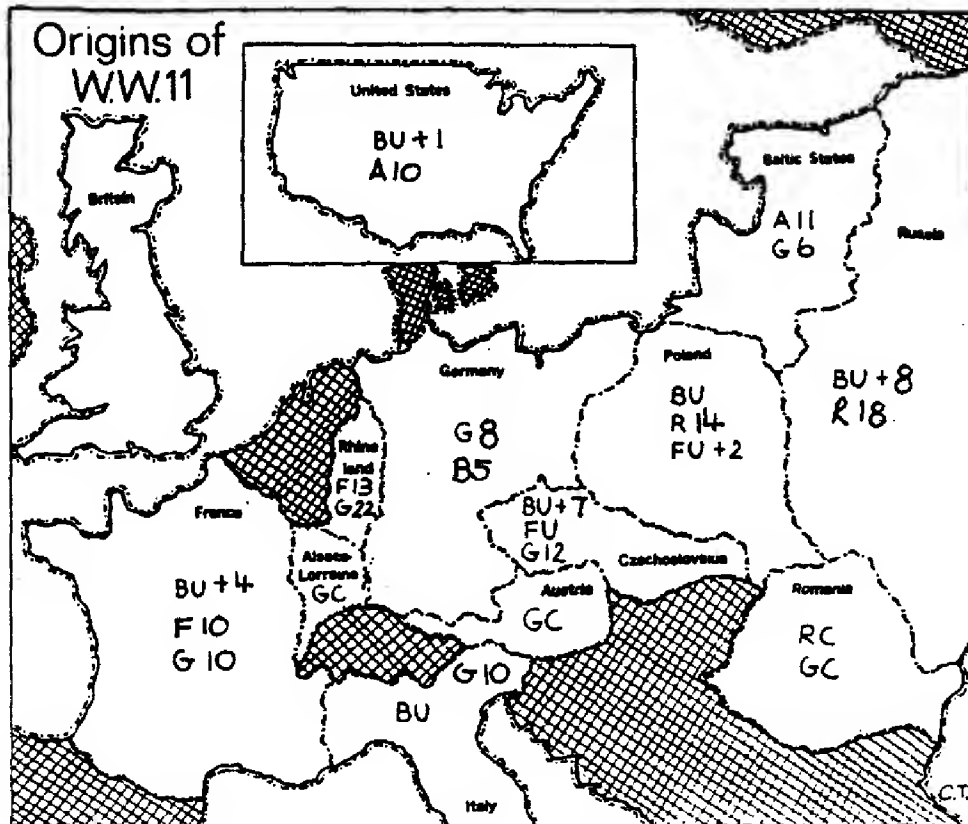
Best of luck boyos in 85-H. A nice blending of young blood and a couple of diplomats on their last postings before retirement.

# OUTBREAK

In Blacked out Queensland

Turn 5 : Phase 1

Joh v's the UNION  
M. Thatcher sends Joh Valentine's card.



A = USA (Selfe)  
F = FRANCE (Mellor)  
B = BRITAIN (Hopkins)  
R = Russia (Thomas)  
G = Germany (Cox, D.)  
GM : DARYL KIBBLE

"The British out-think the Russians again. Russia thinks of war with France over Poland. Germany gains the upperhand in Italy. The U.S.A. wastes resources by staying at home. Will the Rhineland fall to ODDOLPH or will the French hold on ???"

Apologies: Have had power trouble since 7th Feb, today is 18th Feb. Has Joh finally gone BANANA??

# GOBTWEE PLAYER RATINGS (The Missing Tiger )

N A M E	GAME YEAR	DIPO 1	DIPO 2	DIPO 3
BLOGGS Joe	1901	5.000	4.000	5.000
	1902	3.000	2.500	3.000
	1903	2.667	1.667	2.000
Example Street SAMPLEVILLE 9999	1904	2.000	1.250	1.500
	1905	2.000	0.800	1.200
	1906	1.833	0.333	0.833
	1907	2.143	0.143	0.571
	1908	1.625	0.125	0.625
	1909	1.333	-	0.444
	1910	1.400	-	0.300
	1911	1.455	-	0.273
	1912	1.500	-	0.250
	1913	-	-	0.308
	1914	-	-	0.286
	1915	-	-	0.133
	1916	-	-	0.125
	1917	-	-	0.118
	1918	-	-	0.167
VICTORY/DRAW/SURVIVAL		24.000	---	6.500
GAME TOTAL		49.956	10.818	23.633
		<u>victory</u> <u>elimination</u> <u>survival</u>		

The units at the end of each game year were:

DIPO 1: 5,6,8,8,10,11,15,13,12,14,16,18, = Victory 30 -(.5 of 12)

DIPO 2: 4,5,5,5,4,2,1,1,0 = Elimination

DIPO 3: 5,6,6,6,6,5,4,5,4,3,3,3,4,4,2,2,2,3 = Survival (.5 of 3)  
+ (.5 of 10 MAX ) .

No. of games	3.000
Grand Total	84.407
Unadjusted rating	28.136
Rating	18.485

By using the ratings system previously outlined you can work through this example and calculate it for yourselves to see that it is correct. Any player can write to me enclosing a stamp and I will send you your printout. Gamers in any of my games will probably get one free when I write to you.

Darryl Kibble  
PO BOX 201  
BOOVAL 4304

MACHIAVELLIA (It's just so machiavellian!)

NEWS FLASH - Holy Roman Empire Goes Into Receivership!  
Duke Steven Nominated As Next Pontif!  
French King Seeks New (and better) Ally.  
Neapolitan Ice Cream Now Served In Rome.  
Turkish Delighted.  
The Green Slime Is Approaching Paris.  
The Meechant of Venice Opens Brokerage in Vienna.  
Quote From The Pope, "BULL".  
Jewish Money Lenders Are Counting Their Interest.

NAPLES Davis  
A TIVOLI to ROME  
A SPOLETO S TIV-ROM  
F GON to ETS  
F WTS S (Flor) PISA

VENICE Benton  
A CARINTHIA to AUSTRIA  
A TRENT to CARINTHIA  
A FERRARA BESIEGE (now completed)  
F LAGOON to FRUILI  
F CROATIA (n.c.) to CARNIOLA

MILAN Barnsley  
A TYROLEA S (venice) AUSTRIA  
A MILAN S TYROLEA  
A SAVOY A PROVENCE  
A PAVIA A TURIN

FRANCE Kibble  
A SWISS S (Austria) TYROLEA  
A TURIN CONVERT  
F WGOL A CORSICA

FAMINE FOR Spring 1455  
Modena, Swiss, Verona, Bergamo,  
Urbino, Florence, Parma, Aquila.

AUSTRIA Cox (no relation - okay!)  
Expenditure I - 21 ducats to  
Army in Milan. This bribe fails  
as there are no Austrian units  
adjacent to Milan.  
A AUSTRIA A TYROLEA (retreat Hungary)  
A SLAVONIA A AUSTRIA  
A CARNIOLA H

FLORENCE Clarkin  
A Pisa S SIENNA  
A PERUGIA A SIENNA  
F PIOMBINO S PISA  
Expenditure I - 18 ducats Florence  
fails due to counter-bribe.

TURKEY Bradley  
G RAGUSA CONVERTS TO FLEET  
F WM A SARDINIA  
A AQUILA A ANCONA  
F LA S ANCONA

PAPACY Schacht  
3 ducats counter bribes on all units  
A FLORENCE S PISA  
A SIENNA A PISA  
A AREZZO S FLORENCE  
A ANCONA HOLD (retreat to Garison)  
G PIOMBINO CONVERT

Bank Statements will be sent to all players indicating expenditure,  
income and outstanding loans. After receiving statements please  
submit builds and maintainence with Spring '55 orders.

DEFENSE RESERVE ON NEUTRAL GROUND - OSTRIECH (D.R.O.N.G.O.)  
My Emperor, have no fear, your empire is safe. As instructed we  
are taking the treasre chests to bribe the enemy in his own capital -  
Milan. However, we have been worried lest robbers steal your ducats  
so we have decided to travel from Hungary to Milan by way of  
Venezuala. M. T. Pockets  
Captain of the Guard

"The conquest of Tuscany is joyfully announced. The people of  
Florence are cleansed and the Duke Stefan beheaded.  
Long live the Pope." Andrea Pontif

# kingmaker 1

## KINGMAKER I Bulletin.

PARLIMENT RULES. (note: This supersedes the optional parliment as stated in my initial rules & notes sheet).

1. Basic game parliment rules will be used, except where the following modifications exist.
2. The King (or Chancellor in the case of two crowned kings) must call parliment at least a game turn in advance in order to give all players a chance to move to its location. (e.g. King orders parliment on game turn 17, players can move to its location on either 17 or 18 turn).
3. On the turn after parliment is called, the Herald will list ALL Chancery cards available to the King ready to be allocated. The King will list in his orders which nobles will receive what cards, within the rules and following guidelines:
  - (a). The King may allocate any card he sees fit to any noble. (NOTE: ALL Chancery cards will be available to him, not just an equal number to the nobles attending).
  - (b). The King may NOT distribute more than HALF (fractions rounded up) of the Chancery cards he finally allocates, to nobles within his own faction. (e.g. There are 10 cards in chancery. The King is able to allocate 7 to nobles attending parliment. He may not distribute more than 4 to nobles in his own faction.)
4. A noble in receipt of a Chancery card may not refuse it. (He does not wish to endure the displeasure of the King).
5. Nobles receiving Chancery cards from the King must attend parliment.
6. Any cards not allocated are returned to Chancery.

All the above rules apply if the Chancellor calls parliment, with the exception that he will only have the number of Chancery cards available for distribution equal to the number of nobles attending. (To reflect his lesser powers). These will be drawn at random by the Herald.



Notes:

When noble(s) end movement at a location named for its fortification (e.g. city, town or castle), and that fortification can be legally entered by the player, he must state in his orders where his noble(s) are located in the square, stating either in the city or out on the common land. (e.g. Leicester(city) OR Leicester(common))

Sir Bill Brown has raised an interesting question not provided for in the rules. He states this:

A noble(s) whose faction controlled the King is under siege. If parliament is called and a writ is served on a noble(s) of the besieging force, can the besieged noble(s) then leave to attend parliament? Could they leave anyway, even if the besieging nobles didn't go?

As I see it, the answer to the first question is NO, unless the besieging force is reduced below that of the besieged force, in which case the besieged noble(s) is free to attend parliament and can move

normally next turn provided he is not sieged again.

For the second part, the answer is again NO. The rules state: "...nobles & royal counters inside a town, city or castle under siege may leave ONLY if able to reduce the besieging force to less than equivalency. It seems to me that it is a valid tactic to have a writ card played on a besieging noble(s) by the King in order to call parliament and lift that siege at the same time.

*al.*

\*\*\*\*\*



KINGMAKER I - TURN 1.

Player 1 - Vilarino the Boar (Vilarino)

EVENT: Treachery ;2 cards to be removed from hand(no effect)

A.None B.None C.Le Rose from Plymouth  
to 20(off Chichester);Bouchier at Pleshey  
D.None E.None

\*\*\*\*\*

Player 2 - Green the Little Acorn (Green)

Event: Treachery;3 cards to be removed from hand(no effect)

A.None B.None C.Le Swan at Berwick;  
Howard from Farnham to Coventry and thus secures Margret of Anjou  
D.None E.None

\*\*\*\*\*

Player 3 - Small & Sun (Small)

EVENT: Warden to Bamburgh/Marshall to Cheviots (5)

A.None B.None C.Talbot from 5 to 16:  
D.None E.None

\*\*\*\*\*

Player 4 - Thomas Le Knot (Thomas)

EVENT: Peasant Revolt;Marshall to Thetford(this means you Rex!)

A.None B.None(yet!) C.Talbot from 16 to  
Thetford;Le Margaret to Ravenser;Greystoke to Ravenser; Fitzalan at Chirk  
D.None E.None

\*\*\*\*\*

Player 4 - The Brown Log (Brown)

EVENT: Vacillating Noble (Stanley) - no movement this turn!!

A.None B.None C.Le Lucas from Whitby  
to Maldon; Le Nicholas from London to Rye; Stanley at Douglas  
D. E.

\*\*\*\*\*

Heralds Hear ye:

The following moves failed:

Howard of Farnham tried to play his Crown card during movement,  
please note that the rules state that a crown card cannot be  
played on the turn that it is drawn, until all other phases  
have been completed.

Talbot also tried the same trick, but failed (are these factions  
working together?)!

Howard of Farnhams' ship failed to move at Berwick because it  
was ordered to Rochester which takes 7 moves.The rules state  
that a port is counted as a seperate square in movement.

Howard will be whipped, Talbot will be pilloried.

G. Lockwood



\*HERALD\*

Leering accross the table, a vulture-like being with an evil, twisted smile malevolently cackles to himself. You look quickly away from him, uncomfortably shifting your gaze to the vile mess on the table. Suddenly! A seed of an idea germinates in the back of your mind. For no other reason than the will to survive, you summon up with the dexterity of eleven, strength of nine and wisdom of three - a GIGANTIC sneeze!! Russian Campaign pieces fly everywhere, and the fiend who ruined your position for no other reason than he wanted to win, is reduced to a mere gibbering mortal. With a quick apology and a glance at your watch and bus timetable, you move smartly to the door before war escalates to a more modern setting.

Although you may not realise it, you have just used the Sneeze Ploy, and as illustrated, is a force to be reckoned with in every serious gamers armoury when, through no fault of his own, he finds himself in a loosing position. It is with this in mind that I now present to you (primarily that you may be on your guard against such dirty deeds, and I may be paid for this article), a lexicon of dastardly distractions.

#### 1. Absent-minded Ploy.

You are playing Squad Leader or some such trivial game one night, when after a number of stiff scotches, you suddenly discover three companies of Russian engineers have decided to chance a breakout at the tractor works by attacking your two remaining broken squads. As you contemplate the desperation morale dice throws, you grip your scotch & soda tight with resolve. You fix the game board with a hypnotic stare swaying slightly from side to side. Your opponent, sensing victory, begins browsing through a copy of 'War & Peace'. After what seems to be an eon, you suddenly - with great gusto, shout "AAHA!!", take up the dice, down them in one gulp and with a great flourish, throw the drink over the board.

Another variant of the Absent-minded Ploy, particularly useful against much stronger opponents, is forgetting to turn up, therefore saving the embaracement of actually loosing.

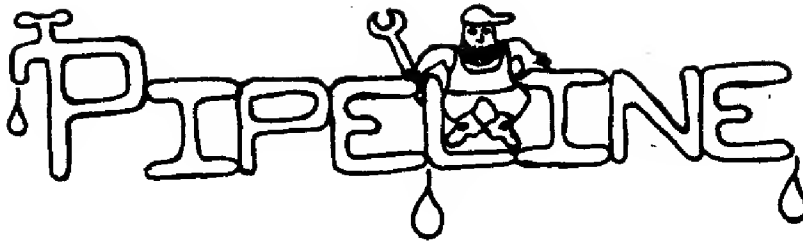
## 2. The Variant Variant Ploy.

It is 10pm at the club night, and as your train doesn't leave until 10.30, you have managed to hussle a spotty youth (a newcomer) into a quick scenario of Richtofens War or similar. As he has never played it before, you sportingly give him a three minute circuit & bump on the finer points of the campaign game. By 10.15, he has straffed your trenches, busted all your balloons, photographed the Eiffel Tower, bombed your airstrip and is now hell-bent on tailing your lone DH3 with a Jasta or two of Albertross. It is now time to play the first of your very own 'advanced maneuver variant cards', namely 'ace - quick reactions, opponent misses 5 turns'. As he looks enquiringly over the table, you politely state somewhat condescendingly that he must surely be in the possession of

vol.IX no.3 of 'General Strategy & tactics' containing the variant cards and definitive treatise on Richtofens War by Donald Greenhouse? He is soon humiliated by the further play of 'Early release of heat-seeking surface to air missiles' and 'Act of God - lightning strikes 2 squadrons' cards, thereby making his demise complete.

## 3. The Dungeon & Ka-Boom Ploy.

You have unfortunately drawn the short straw at the local RPG titles and, as DM have taken charge of a party consisting of two 34th level fighters, a 36th level cleric and two halflings whom you suspect are gay, as they insist on being half man-half woman and holding hands. As play progresses, you get the feeling that the whole party is mightily bored and only killing time and monsters until the next book is published so that they may finally reach level one hundred and eighty three. As you survey the carnage and mayhem they have created, that took you five days to prepare, an evil glint comes to your eyes. From behind your DM Screen you make a low guttural 'gzzzzz' which unbeknownst to them heralds the start of the Dungeon & Ka-Boom Ploy. This must rise in pitch and decibels to an ear shattering 'wheeeessz' and finally to a gut-rending 'KAAA-BOOOM!!!', this last oracle must be accompanied by wildly flailing arms guaranteed to make the 36th level cleric swallow the twenty-sided dice he was absent mindedly sucking. As the players look uncomprehendingly toward you, you smugly fold your arms, sit back and explain that unfortunately due to a time warp created on the next table by the Traveller referee an errant cluster of Proton torpedos have landed smack in the middle of the dungeon wiping the whole party out. As you get up you hand out the basic rules, suggesting they may wish to generate some level one characters.



The real 85-I will now stand up.

Mark Dewis and Tony Wilkins require the services of 5 delinquent diplomats or a couple of deranged daggers looking to slip a few notches in the GOBTWEE rankings for Diplomacy 85-I. Any takers ?

#### FINAL CONFLICT III

Daryl Kibble would like some applications for this game. According to Daryl this is "an excellent game and more challenging than the conventional Diplomacy". Daryl, or us, will reprint the rules and map for the game. Daryl had five of the seven players needed fairly well hooked before Christmas. In fact I think I might join but don't tell Esther. Rumour has it that the lucky players will be called the Magnificent 7. All I want to know is why Poland can't be a supply center ?

#### WANTED PLAYERS:

Professional backstabbers, tightrope walkers for MACHIAVELLI, KINGMAKER, ORIGINS or anything else you can name. The Missing Tiger has sent it's latest unpaid researcher to the laundry to develop a postal tiddlie winks game just for you.

#### WANTED GAMESMASTERS :

For the above. Must be well trained and versed in the art of long distance paper warfare. Applicants must be prepared to find strange hairy beasts standing on their doorsteps who say " I'm from the Missing Tiger can I stay the night, the Apricot is in the car !"

#### SUBSCRIBERS UP DATE

Due to popular demand we will be sending out with the April edition a new update of all subscribers. Unfortunately the Bureau of Stats were too involved in their minor roll call to give us a hand, so we are asking everyone to help us out. The first group who can help is all those subscribers whose subs fall due in January, February, March and April 1985. If you send your \$12 and place your address on the envelope we can cross index our files with the ASIO "suspect gamers" listing. If you include a letter it will be answered before Easter becomes a distant memory.

#### EARLIER IDEAS FROM THE PIPELINE

Anyone interested in a team version of Victory in the Pacific ? Write to The Worm.

## Notice Board

### WANTED:

PBM opponent of AH AIRFORCE. Contact G. Lockwood,  
37 Derribong Drive. CFORDEAUX HTS , NSW 2526

### NOTICE:

My interest is in Board and figure War gaming and I  
would like to hear from any subscribers who live in  
Sydney who wish to play face to face.

I am also interested to hear from subscribers who may  
visit Sydney from time to time.

Greg Barnsley  
7 Beggs Street  
Lakemba 2195  
Phone Home 7590590  
Work 2319011

### WANTED:

PBM opponent of SPI's BULGE game, Avalon Hill's BATTLE OF  
THE BULGE or The RACE TO THE MEUSE in Wargamer 26. Please  
contact Rick c/- PO Box 286 C GPO . HOBART 7001

### NEEDED:

More articles (especially on strategy and tactics)  
Artwork, ideas for future directions and articles, GM  
guidelines. More players.

### REQUIRED :

A demented soul who is willing to put their knowledge  
of games on the line by running a Question and Answer  
page in The Go Between. This egotistical jester will  
be given limited support by The Missing Tiger until  
the first wrong answer then the tiger earns its title.

### FOUND:

Loads of enjoyment, some good people, a former super GM,  
a very good columnist and cover artist, an unhappy  
subscriber and a thing called a KIBBLE .

### NEEDED:

Prizes for competitions. Anything is useful...new games,  
old games, kitchen sinks, broken down tanks . Winner will  
generally be required to take responsibility for delivery